Zero-Shot Entity linking with Less Data review

Problem statement – Blink is one of the ZEL. ZEL without requiring new labelled data. it reaches 98% of its performance with just 1% of the training data and the remaining 99% of the data yields only a marginal increase of 2% in the performance.

Idea - approach boosts the BLINK’s performance with much less data by exploiting an auxiliary information about entity types. approach achieves significantly higher performance than SOTA models when they are trained with just 0.1%, or of the 0.01%, 1% original training data.

Methods and previous work – In domain linking & out-domain linking , we assume gold target and static KB. But , even a slight increase in entity linking performance has been shown to improve downstream tasks such as question answering significantly.

An easily available symbolic information, called entity types hierarchy, with the BLINK model to reduce training data requirement without compromising ZEL performance. Large language models such as BLINK. Existing systems that exploit entity types for entity linking task ignore the hierarchical structure of types. The type hierarchy can be used as a prior and encoded into the model directly so that the model will not have to learn it from the very limited training data. Consistency is followed. We are the first ones to show that accounting for hierarchical structure of entity types improves entity linking as compared to treating it flat. BERT-based models require large training data. shallow hierarchies (2 to 3 levels deep) compared to our DBpedia type hierarchy (7 levels deep).

Model -

Training -

Results -